Supremacy Abilities

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

BIOMANCER

Provoke Instability: For the remainder of the Turn:
- All friendly Infantry Stands have +1 Attack and gain the Decay 3 Draw Event.
- All friendly Cavalry and Brute Stands have +2 Attacks and gain the Decay 4 Draw Event.
- All friendly Monster Stands have +4 Attacks and gain Decay 6 Draw Event.

HIGH CLONE EXECUTOR

Coordinated Assault: This Turn, you resolve the top three cards of your Command Stack as one 'go'. Draw three cards, resolving the Actions for each in Turn before your opponent draws their next Command Card. (These Activation Cards cannot draw other Activation Cards from your Command Stack. If their rules include such wording, ignore the rule.)

LINEAGE HIGHBORNE

Legacies of the Ark: If the Lineage Highborne is your Warlord, it may select any number of Mutations, instead of the one normally allowed. It pays full points for these extra choices.

PHEROMANCER

Suppress Survival Instinct: All your Regiments gain +2 Resolve for the remainder of this Turn.

Characters

You may include any number of Characters, but must include at least one Character to be your Warlord.

Biomancer — 60 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Biomancer	Infantry	Light	6	2	2	2	4	4	1	2	Character

Draw Event: Biotic Renewal

Number of Stands: 1

Models per Stand: 1

Options:

Mutation: May have a single Mutation at the indicated points cost.

Biomancies: May take one Biomancy.

Harvest Essence	*40 points*
Grant Virulence	*35 points*
Unstable Enhancement	*30 points*
Catalytic Rupture	*25 points*
Essence Transfer	*15 points*

Warband:

Mainstay:	*Force-Grown Drone* *Bound Clone*
Restricted:	*Incarnate Sentinels* *Desolation Drones* *Desolation Beast* *Abomination*

High Clone Executor — 75 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
High Clone Executor	Infantry	Medium	6	3	3	5	4	4	2	1	Character, Cleave 1

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Options:

Mutation: May have a single Mutation at the indicated points cost.

Tactics: May have one of the following Draw Events as a Tactic.

Bastion	*30 points*
Double Time	*15 points*
Fire and Advance	*15 points*
Fury	*10 points*

Warband:

Mainstay:	*Force-Grown Drones*
	Bound Clones
	Vanguard Clones
Restricted:	*Vanguard Clone Infiltrators*
	Desolation Drones
	Marksman Clones
	Pteraphon

Lineage Highborne — 120 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Lineage Highborne	Brute	Medium	7	2	3	4	6	5	4	2	Character, Cleave 1, Resist Decay 1

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Options:

Mutation: May have a single Mutation at the indicated points cost.

Warband:

Mainstay: *Avatara*

Restricted: *Centaur Avatara*
Leonine Avatara
Siege breaker Behemoth
Pteraphon
Incarnate Sentinels

Pheromancer — 60 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Pheromancer	Infantry	Light	6	2	2	2	4	3	1	2	Character

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Options:

Mutation: May have a single Mutation at the indicated points cost.

Pheromancies: Must take at least one Pheromancy as a Draw Event:

Pheromantic Drive	*50 points*
Siphon Strength	*45 points*
Pheromantic Compulsion	*35 points*
Induced Vigor	*25 points*
Accelerated Hibernation	*15 points*

Warband:

Mainstay:	*Force-Grown Drones*
	Prowlers
	Onslaught Drones
Restricted:	*Abomination*
	Stryx
	Brute Drones

Mimetic Assassin — 80 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Mimetic Assassin	Infantry	Light	8	2	4	6	4	3	0	3	Character. Flank, Flurry, Quicksilver Strike

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Options:

Mutation: May have two Mutations at the indicated points cost.

Warband:

Mainstay: *Force-Grown Drones*
Bound Clones
Vanguard Clones

A Mimetic Assassin cannot be your Warlord.

Regiments

You may include Regiments as part of your Characters' Warband.

Force-Grown Drones — 80 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Force-Grown Drones	Infantry	Light	5	1	1	1	1	1	1	0	Shield, Support

Draw Event: None

Number of Stands: 3

Models per Stand: 4

Options:

Additional Stand	*25 points per Stand*
Catabolic Node	*25 points*
Pheromonic Node (Standard Bearer + Leader)	*25 points*

Stryx — 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Stryx	Infantry	Light	10	1	1	1	1	2	1	2	Fly, Feral Lethal Demise

Draw Event: None

Number of Stands: 3

Models per Stand: 4

Options:

Additional Stand	*50 points per Stand*

Vanguard Clone Infiltrators — 195 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Vanguard Clone Infiltrators	Infantry	Light	6	2	2	2	1	3	1	2	Fluid Formation, Vanguard Barrage 2 (18", Snap Fire, Deadly Shot)

Draw Event: None

Number of Stands: 3

Models per Stand: 4

Options:

Additional Stand	*65 points per Stand*
Leader	*10 points*

Prowlers — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Prowlers	Cavalry	Light	12	2	2	6	3	2	0	2	Fluid Formation, Feral

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand — *55 points per Stand*

Bound Clones — 105 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Bound Clones	Infantry	Medium	5	1	2	1	1	2	2	1	Support, Shield

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand — *35 points per Stand*
Standard Bearer — *15 points*
Leader — *10 points*

Any Bound Clone Regiment may also have ONE of the options presented below:

Ward Preceptor — *45 points*
Catabolic Node — *25 points*
Assault Preceptor — *15 points*

Desolation Drones — 180 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Desolation Drones	Infantry	Medium	5	2	1	1	1	2	1	0	Lethal Demise, Barrage 1 (20", Deadly Shot, Torrential Fire, Armor Piercing 1)

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand — *55 points per Stand*
Standard Bearer — *10 points*
Leader — *10 points*

Marksman Clones — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Marksman Clones	Infantry	Medium	5	2	1	1	1	2	1	0	Barrage 2 (28", Arcing Fire)

Draw Event: None

Number of Stands: 3

Models per Stand: 4

Options:

Additional Stand	*55 points per Stand*
Standard Bearer	*5 points*
Leader	*5 points*

Onslaught Drones — 105 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Onslaught Drones	Infantry	Medium	5	1	2	1	1	2	2	0	Flurry

Draw Event: None

Number of Stands: 3

Models per Stand: 4

Options:

Additional Stand	*35 points per Stand*
Pheromonic Node (Counts as Standard Bearer + Leader)	*30 points*

Any Onslaught Drone Regiment may also have ONE of the options presented below:

Catabolic Node	*20 points*

Vanguard Clones — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Vanguard Clones	Infantry	Medium	6	2	2	2	1	3	2	2	Shield

Draw Event: None

Number of Stands: 3

Models per Stand: 4

Options:

Additional Stand	*55 points per Stand*
Standard Bearer	*10 points*
Leader	*15 points*

Any Vanguard Clone Regiment may also have ONE of the options presented below:

Ward Preceptor	*45 points*
Assault Preceptor	*25 points*

Avatara — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Avatara	Brute	Medium	7	2	2	4	4	4	4	2	Cleave 1, Resist Decay 1, Support

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand	*55 points per Stand*
Standard Bearer	*20 points*
Leader	*20 points*

Brute Drones — 180 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Brute Drones	Brute	Medium	6	1	2	5	4	4	3	0	Flurry, Unstoppable

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand	*60 points per Stand*

Leonine Avatara — 180 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Leonine Avatara	Brute	Medium	10	3	2	4	4	4	2	3	Fluid Formation, Resist Decay 1 Barrage 1 (20", Armor Piercing 2, Deadly Shots)

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand	*60 points per Stand*
Standard Bearer	*10 points*
Leader	*10 points*

Pteraphons — 70 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Pteraphons	Brute	Medium	10	2	2	4	4	3	2	2	Cleave 1, Fluid Formation, Fly, Terrifying, Barrage 4 (28")

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Options:

Additional Stand — *70 points per Stand*

Any Pteraphon Regiment may also have ONE of the options presented below:

Assault Preceptor — *20 points*
Ward Preceptor — *20 points*

Centaur Avatara — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Centaur Avatara	Cavalry	Heavy	8	2	3	5	5	4	4	1	Brutal Impact 2, Resist Decay 1

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand — *55 points per Stand*
Standard Bearer — *20 points*
Leader — *10 points*

Incarnate Sentinels — 195 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Incarnate Sentinels	Brute	Heavy	7	1	2	4	6	3	4	0	Cleave 2

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand — *65 points per Stand*
Leader — *10 points*

Abomination — 145 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Abomination	Monster	Heavy	10	1	2	10	10	4	3	0	Cleave 1, Flurry, Terrifying,

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Desolation Beast — 130 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Desolation Beast	Monster	Heavy	7	2	1	4	10	3	2	0	Aura of Death, Lethal Demise, Terrifying, Barrage 12 (12", Deadly Shot, Torrential Fire, Armor Piercing 1)

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Siegebreaker Behemoth — 175 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Siegebreaker Behemoth	Monster	Heavy	6	1	3	8	12	6	4	0	Smite, Brutal Impact 3, Terrifying, Fearless

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Abomination — 145 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Abomination	Monster	Heavy	10	1	2	10	10	4	3	0	Cleave 1, Flurry, Terrifying,

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Desolation Beast — 130 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Desolation Beast	Monster	Heavy	7	2	1	4	10	3	2	0	Aura of Death, Lethal Demise, Terrifying, Barrage 12 (12", Deadly Shot, Torrential Fire, Armor Piercing 1)

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Siegebreaker Behemoth — 175 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Siegebreaker Behemoth	Monster	Heavy	6	1	3	8	12	6	4	0	Smite, Brutal Impact 3, Terrifying, Fearless

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Command Models

Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost. A Command Model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.

Assault Preceptor
While the Assault Preceptor is alive, the Regiment has the Fury Draw Event.

Catabolic Node
The first time the Regiment uses a Clash Action, roll 2D6. The Bio Bomb inflicts that number of hits on one enemy Regiment in contact with its Regiment. It also inflicts a number of hits on its own Regiment equal to the *highest* score of the individual D6s rolled. Hits are always treated as if they have been inflicted from the front. Then remove the Catabolic Node model as a casualty and replace it with a spare Rank and File model.

Ward Preceptor
While the Ward Preceptor is alive, the Regiment has the Bastion Draw Event.

Mutations

Each Character in your Army may have a single Mutation. Each Mutation may only be included in your Army once.

Biotic Wellspring **50 points**
The Character has the Biotic *Renewal* Draw Event.

Heightened Reflexes **35 points**
The Character has +2 Evasion.

Cloned Redundancy **30 points**
Once per game, when this Character is slain, roll a D6. On a score of 4+, you may remove another friendly Character Stand from the Battlefield, and return this Character Stand to the Battlefield in its place with 1 Wound remaining. The Warlord is not considered to be Slain for Scenario and Objective purposes. Lineage Highborne may not select this ability.

Cascading Degeneration **25 points**
Whenever the Character's Regiment processes a *Decay* Draw Event of any kind, all enemy Regiments in base contact also possess the *Decay* (3) Draw Event.

Adaptive Evolution **15 points**
Whenever this Character's Command Card is drawn from the Command Stack, roll a D6. On a score of 4+ or more, you may increase its Clash, Volley, Resolve or Defence by +1 (to a maximum of 5).

Adaptive Senses **15 points**
Evasion Rolls cannot be taken against Hits caused by this Character.

Biotic Hive **15 points**
The Character has the *Barrage 4 (20", Deadly Shot)* special rule.

Command Pheromones **15 points**
The Character has +1 Resolve.

Venom **15 points**
The Character has the Deadly Blades and Deadly Shots special rule.

Adrenal Surge **10 points**
When this Character takes an Action, you may have it gain +2 Clash and +4 Attacks. If you do, remove the Character Stand as a casualty once the Action is complete.

Avatar Projection **10 points**
Pheromancer and Biomancer only. A Character with this Mutation changes his Troop Type to Brute. The character can thus legally join Brute Units and can gain access to new rules such as Impact Hits, etc.

Biomantic Plague Node **10 points**
Whenever a Wound is allocated to the Character, roll a D6. On a score of 3 or less, an enemy Regiment or Character Stand of your choice within 6" also has a Wound allocated to it. If there are no enemy Regiments or Character Stands within 6", this rule has no effect.

Sensory Augmentation **10 points**
When this Character's Command Card is drawn, you may draw and act with the next Command Card instead. If you do, place the Character's Command Card on top of the Command Stack once the Action is resolved. This Ability can only be activated once every Round.

Ablative Flesh **5 points**
The Character ignores the first Wound allocated to it in a Duel each turn.

Degenerative Aura **10 points**
Enemy Regiments in contact with the Character's Regiment have the *Decay 1* Draw Event.

Pheromancies

Manipulating aggression and instinct to alter the flow of battle.
Pheromancies are treated exactly like Draw Events, with the following exceptions:
- Pheromancies are optional – you only need to use one if you decide to do so.
- Pheromancies must be entirely resolved before proceeding with any other Draw Events that might apply.

Accelerated Hibernation
Draw your next Command Card. You may place it on the bottom of the Command Stack. If you do, that Regiment Heals D6 Wounds.
The Character then takes its Action.

Induced Vigor
Choose one: The Pheromancer's Regiment has the Fluid Formation special rule until the end of the Turn.
OR
The Regiment has +2 March until the end of the Turn. The Character then takes its Action.

Pheromantic Compulsion
Look at your next three Command Cards. Choose one, and place it on the bottom of your Command Stack. Place the others on top of the Command Stack in any order. Draw your next Command Card. That Regiment acts immediately, but has the *Decay (4)* Draw Event until the end of the Turn.
The Character then takes its Action.

Pheromantic Drive
Draw your next Command Card. That Regiment acts immediately and may take two Actions of the same type this Turn, but also has the Decay 3 (Decay 4 if it is a Brute Regiment, Decay 6 if it is a Monster Regiment) Draw Event until the end of the Turn.
The Character then takes its Action.

Siphon Strength
Draw your next Command Card. You may place that card at the bottom of the Command Stack. If you do, all Stands in the Pheromancer's Regiment gain +1 Clash until the end of the Turn. Then, draw your next Command Card. You may place that card at the bottom of the Command Stack. If you do, all Stands in the Pheromancer's Regiment gain +1 Evasion until end of the Turn.
If at any point you elect not to place a Command Card at the bottom of the Command Stack, but instead place it back on top of the Command Stack, then the Draw Event has no further effect.

Biomancies

Manipulating matter and flesh to augment the Spires' clones.
Biomancies are treated exactly like Draw Events, with the following exceptions:
- Biomancies are optional – you only need to use one if you decide to do so.
- Biomancies must be entirely resolved before proceeding with any other Draw Events that might apply.

Catalytic Rupture
Draw your next Command Card. If you wish, you may have that Regiment suffer D6 Wounds. If you do, all enemy Regiments in contact with that Regiment also suffer D6 Wounds. That Regiment then acts.
The Character then takes its Action.

Essence Transfer
Target one friendly Regiment within 18". That Regiment suffers 2D6 Wounds. Draw your next Command Card. If that Regiment is of the same type, it regains 2D6 Wounds. Then, activate the Regiment whose Command Card you just drew.
The Character then takes its Action.

Grant Virulence
Draw your next Command Card. That Regiment has the Deadly Blades or Deadly Shot special rules until the end of the Turn. That Regiment then acts.
The Character then takes its Action.

Harvest Essence
Draw your next Command Card. That Regiment acts. For each Wound it inflicts with a Clash, or with Impact Hits, roll a D6. On a score of 4 or more, the Regiment regains a Wound.
The Character then takes its Action.

Unstable Enhancement
Draw your next Command Card. Until the end of the Turn, all Stands in that Regiment have +4 March, +2 Clash and +1 Volley. The Regiment then acts but has the Decay 3 (Decay 4 if it is a Brute Regiment , Decay 6 if it is a Monster Regiment) Draw Event.